

From: GAWD::SEABORNE 9-SEP-1992 09:46:15.08
To: @TENGEN.DIS
CC:
Subj: Progress report for 09/08/92...

Project Name: Rad Rhino & Awesome Possum

Date: 09/02/92

Start Date: 07/17/92

Programmer: Richard Seaborne

Animator: Greg Williams

Report Generated by: Richard Seaborne

Audio by: Earl Vickers

Milestone	Original Date	Current Schedule	Comments
1 Game Initiation including Technical Design Review (TDR)	07/17/92	07/17/92	Greg Williams requested to render 2 player characters and 1st forest level by Steve Calfee and Dan Vanelderren as a feasibility test. TDR accepted, pending art and level approval. I worked on Genesis Library and Decker Art/Game tool.
2 Art and Level Demonstration	07/31/92	07/31/92	Continued work on Genesis Library and Decker. a. Finished Genesis Library b. New Decker features: i. Multi-map editing ii. Map Zoom-Out Overview Greg Williams unable to finish art on schedule. Feasibility is proven doubtful.
3 Genesis code library	08/14/92	08/14/92	Worked on Genesis Map System: a. Maps drawn from Decker data at any pixel coordinate, including foreground and parallax layers. b. Real-Time Interrupt Map Scrolling finished for both foreground and parallax layers. Map dimensions are adjustable. New Decker features: a. Map Grids with coordinates optionally shown. b. Automatic Load File specified on command-line. Added new Genesis Library Functions: a. Added random routines: i. random byte

- ii. random word
- iii. random percent chance
- iv. random boolean
- b. Added Joystick routines:
 - i. Wait for buttons
 - ii. Debounce buttons
 - iii. MACROS for joystick condition testing
 - iv. Interruptable joystick delay code

Finished Genesis Sprite Driver.
It can:

- a. download up to 256 characters on the fly.
- b. build virtual sprite lists in ram to be downloaded every vertical blank.
- c. use data from CelProc and VSprite.

4 Explorable level

09/14/92 09/14/92

Explained to contract graphic artist, Linnea, how Decker (the map/art tool) works so she can use it. Also described game design and purpose so she can begin to render Level #0 background art. Time used for Linnea was 2 days.

Discussed with Greg his newest schedule. Apparently he may be asked to work on the two player Road Riot art. This is virtually an entirely new port of the game. Someone else should definitely do this, if at all possible.

Helped Chris Ziolkowski get started converting Genesis Rampart to MegaDrive Rampart (Japanese version). This required four days.

Added new Genesis Library Functions:

- a. VBI delay routine with routine it calls continuously.
- b. Added new print mode to Left-Justify with padded right-spaces word and long numbers.

Added new features to game:

- a. Added "Tengen Presents" screen.
- b. Added "Title" screen with option menu to START game or goto to OPTION SCREEN.

- c. Added "Option Screen" with functional options:
 - i. Number of Players
 - ii. Player1 and Player2 Character Selection
 - iii. Difficulty Setting
 - iv. Music Test
 - v. Sound Test
 - * CHEAT MODE OPTIONS:
 - vi. Number of Lives
 - vii. Number of Continues
 - viii. Starting Level
- d. Character Movement in Game:
 - i. Walk and run on normal, slippery, and super-slippery surfaces
 - ii. Controlled height and direction jump
 - iii. Auto-ascend/descend organic surfaces (slopes, etc.)
 - iv. Gravity and momentum working
 - v. Momentum transfer to X/Y velocity still has problems
 - vi. 1 or 2 players can be played simultaneously

5	Special Things added Map Designs on paper	10/19/92	10/19/92
6	Non-Boss enemy intelligence and sprite objects in game	11/23/92	11/23/92
7	Maps layed out in Map Editor (Decker)	01/18/93	01/18/93
8	Levels playable in game	02/15/93	02/15/93
9	Bosses added to game	03/15/93	03/15/93
10	Animations and Story between levels	04/19/93	04/19/93
	Audio Driver in game with music and effects		
12	Alpha Release for Test/Tuning	05/17/93	05/17/93
13	Beta Release for Final Test	06/21/93	06/21/93
14	Final Release for Production	07/01/93	07/01/93

* General Comments and Project Overview:

I am becoming very discouraged. There seems to be a continuing failing in the art aspect of the game. More than two months have passed since the approval of the game concept and three months since art could've started. Greg has been busy on Road Riot for much of that time, but that doesn't change the time art should've been worked on by someone. Three months have gone by and to date I have absolutely no usable art. This is very disheartening. I want to make games quickly, but games today need quality art. I don't know what to say. The situation is not good.

I've discussed with Steve the prospect of hiring Alison Seaborne who is a graphic artist. She's a hard working, fast, reliable computer illustrator/ animator. She's used the Art/Map tool extensively while rendering the Turbo Grafx and PC-Engine Compact Disc game SimEarth for Maxis (my last program). She's been working on computer/video games for nearly three years (Steve has her resume); she worked on Tengen's NES Cyberball, Genesis RBI 3, and Police Academy. There is no doubt that she could greatly ease the art problem we're currently experiencing. Also, I've worked with her before and know we work well together. I hope we can hire her as soon as possible. Steve and Dan Vanelderen have agreed hiring her would be a good idea. We're still waiting for personnel to give the go ahead. It's a shame this is taking so much time. It's that much longer the project will slip without usable art.

* Special Software Issues/Comments:

I've been working on the character movement in the game. One or two players can walk, run, and jump on level or sloped surfaces. Collision is working correctly. Y-acceleration is transferred to Xacceleration when landing on sloped surfaces, as well as gravity pulling the player in X-directions when on slopes. I don't have ramps working correctly yet; if the player has enough acceleration, he should shoot into the air at the top of a ramp.

* Animation issues:

Greg was able to spend some time on Rad Rhino and Awesome Possum. He hoped to get Awesome Possum drawn with walking animations by 08/31/92. Greg was unable to accomplish this. He gave me a set RBI runners to use for the moment; they are the wrong size and do not animate beyond running which is alot of what we need. I will use them as long as possible. He thinks he might have Rad Rhino's walking frames soon.

Linnea, a contract graphic artist, came in on Monday (08/17/92) to learn how Decker works. She came back in on the following Monday (08/24/92) to show Greg and I the work she'd done. She was able to draw a small tree. We spent the day trying to provide better direction and understanding of the project. She came in again on last Friday (08/28/92) to show us what she was able to do with the newest "direction" we gave her. She was able to render a reasonable amount of art, but none was usable due to technical flaws. We spent the entire day discussing the "direction" and "technical details" needed for the game. Having addressed the technical problems, she returned Thursday (09/3/92). Linnea was much better in the technical side of the art, though one problem remained. We

had discussed the need for all "solid" surfaces in the game to be drawn in certain colors (of which she could change the RGB values). I did not communicate this clearly, so she went back with a better understanding to work on the art again. She is supposed to return Wednesday (09/09/92). Hopefully the art can be used in the game.

We need art as soon as possible. I am using temporary art currently, but am discouraged about the game. I do not believe I can make the game with temporary art as well as I could with real art.

* Audio issues:

Earl has revised his estimate for when we should begin creating the audio for the game to January or February.